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(54) **PERSONALIZED AVATAR REAL-TIME MOTION CAPTURE**

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(57) **ABSTRACT**

Aspects of the present disclosure involve a system comprising a computer-readable storage medium storing at least one program, and a method for performing operations comprising: capturing a video that depicts a person; identifying a set of skeletal joints of the person depicted in the video; storing a movement vector representing previously captured three-dimensional (3D) movement of the set of skeletal joints of the person depicted in the video; receiving input that selects a 3D avatar; and animating, based on the movement vector, the 3D avatar to mimic the previously captured 3D movement of the set of skeletal joints of the person depicted in the video.